



As a professional ornithologist, you're thrilled to find out that some rare South American hornbills have nested in your "old gnar tree." But while the hornbills are out foraging, a group of mischievous blue-birds, owls, and snakes begin raiding their nests and stealing eggs.

Mortified, you get out your slingshot and begin hitting the marauding crocoders. But you have to be careful: if you hit an egg-carrying bird, it drops the egg and you have to act fast to catch it before it hits the ground and returns it to a nest. At the same time, you have to watch for snakes that may be sneaking up to nests and gobbling eggs—if you can protect the eggs long enough, you can take them to another nesting site. But watch out, egg-stealing crocoders are everywhere!

Getting Started

1. Insert the *Crack'd* cartridge into your Apple II/III/SE Game System as explained in your Owner's Manual.

2. Plug a controller into the left controller port.
3. Switch on your television, then press **[Power]** on your II/III/SE console. The *Crack'd* title screen will appear.
4. Press **[Reset]** or either button on your controller to start play.
5. Press **[Pause]** to pause the game; press it again to resume play.
6. During play, you can press **[Reset]** to start a new game, or **[Select]** to return to the title screen.

Playing the Game

The Egg Raids

Your goal is to prevent eggs from being stolen.

When the game starts you have five nests with five eggs in each

Eggs-ercise Your Skills!

nest. Use the controller to position the cross hairs on a creature and press the left controller button to shoot.

If you shoot an egg-carrying creature, the egg drops to the ground with a sickening "crack" unless you catch it by quickly positioning the cross hairs under the falling egg while holding down the right controller button. Once you catch an egg, carry it to a nest and release the right button to deposit it. A nest cannot hold more than five eggs.

If you have at least one egg left at the end of a raid, you go on to the next level. Raids may take place at different nesting sites. Each nesting site has its own set of egg-stealing creatures, but the actions of shooting creatures and retrieving falling eggs are the same at each site.

The game ends when all eggs are gone.

Assault at the Rooster Ranch

When you move on to a new nesting site you will pass by the rooster ranch. There you endure the indignity of being pecked with eggs unless you can be the rooster first.

When the rooster pops up behind a nest, use the controller to point the bottom and right screen arrows at the rooster's face and fire. If your aim is true, the egg goes "splat" on the rooster's face and you earn bonus points. If you miss, you make a mess of the roost and lose points.

When you arrive at the rooster ranch you are given a stash of 10 eggs. You earn 200 points each time you hit a rooster, and you lose 100 points and an egg each time you throw an egg and miss. If a rooster comes and goes and you don't throw an egg at it, you lose 100 points.

Nesting Sites

Cracked has five nesting sites, each with its own set of sneaky egg-stealing creatures.

Nesting Site	Creatures
Tree	Bluebirds, owls, and snakes
Sewer	Dunglings, rats, and dragonflies
Sea	Squid, anchovies, and bubbles
Dungeon	Ghosts, skeletons, and bats
Moon	Aliens, meteors, and spacecraft

Egg Protection Strategy

Try to hit creatures before they get an egg. You can score more points by catching falling eggs and replacing them in a nest, but while you do so other eggs may be carried away.

Shoot egg-carrying creatures as high as possible. If you hit them too close to the ground, you won't have time to catch the egg.

Try to shoot egg-carrying creatures over a nest so the egg drops into the nest.

Concentrate on defending the eggs in one nest.

While defending the old yolk tree, concentrate on shooting birds rather than snakes.

Crackled Creatures



Bluebird



Owl



Snake



Dung beetle



Rat



Dragonfly



Squid



Anchovy



Bubble



Ghost



Skeletons



Rat



Alien



Meteor



Spaceship

Scoring

During an Egg Raid

Finishing a raid with a dozen or more eggs 500 points per dozen

Returning an egg to a nest 300 points

Catching an egg 300 points

Shooting a chicken 300 points

Each egg remaining at the end of a raid 300 points

The remaining eggs are displayed at the end of each raid. Each dozen appears in an egg carton.

At the Rooster Ranch

Feeding a rooster 200 points

Getting pecked by a rooster's egg 100 points

Failing to throw an egg at a rooster 100 points

The total at the end of the rooster ranch bonus round is added to your total score.

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